Video Game CA CHECKLIST

* READ YOUR BOOK!
  + - Have a good handle on the story, mood, characters and themes of your story.
* CREATE YOUR INSTRUCTION MANUAL
  + - Manual is a short book that fits into the Video game Case. It should have an image on cover.
* COMPLETE WRITING FOR MANUAL
  + - Write a page summary of story (beg. Mid. End)
    - Create a list of characters in story with descriptions
    - Design a series of levels for game (can be in point-form) At least three levels designed.
* DESIGN VIDEO GAME CASE AND “DISC”
  + - You should have a striking image on the cover with the game’s name and yours
    - You should have a persuasive back cover with some

visuals and with written “blurbs” that sell the game

* PLAN YOUR PRESENTATION
  + - How will your presentation sell your game?
    - How will you sound and be confident about your work, the story you read and your game?
* Video Game Genres
* **Action**

### Shooter

## Fighting

## Adventure

## Role-playing

## Simulation

## Strategy

## Sports